

333 Section 7 - C++ Casting and Inheritance

C++ Smart Pointers

std::shared_ptr – Uses reference counting to determine when to delete a managed raw pointer

- Most commonly used type of smart pointer in practice
- **std::weak_ptr** – Used in conjunction with **shared_ptr** but does **not** contribute to reference count

std::unique_ptr – Uniquely manages a raw pointer

- Used when you want to declare unique ownership of a pointer
- Disabled ctor and op=

Exercise 1 - “Smart” LinkedList

Consider the `IntNode` struct below. Convert the `IntNode` struct to be “smart” by using `shared_ptr`.

```
#include <memory>
using std::shared_ptr;

struct IntNode {
    IntNode(int* val, IntNode* node): value(val), next(node) {}

    ~IntNode() { delete value; }

    int* value;
    IntNode* next;
};
```

After the conversion, draw a memory diagram with the reference count for blocks of memory.

```
#include <iostream>

using std::cout;
using std::endl;

int main() {
    shared_ptr<IntNode> head =
        shared_ptr<IntNode>(new IntNode(new int(351), nullptr));
    head->next = shared_ptr<IntNode>(new IntNode(new int(333),
                                                nullptr));

    shared_ptr<IntNode> iter = head;
    while (iter != nullptr) {
        cout << *(iter->value) << endl;
        iter = iter->next;
    }
}
```

Casting in C++

While in C++, we want to use casts that are more explicit in their behavior. This gives us a better understanding of what happens when we read our code, because C-style casts can do many (sometimes unwanted) things. There are four types of casts we will use in C++:

- `static_cast<type_to>(expression);`
Casting between related types
- `dynamic_cast<type_to>(expression);`
Casting pointers of similar types (only used with inheritance)
- `const_cast<type_to>(expression);`
Adding or removing **const**-ness of a type
- `reinterpret_cast<type_to>(expression);`
Casting between incompatible types of the **same size** (doesn't do float conversion)

Exercise 2

For each of the following snippets of code, fill in the blank with the most appropriate C++ style cast. Assume that we have the following classes defined:

<pre>class Base { public: int x; };</pre>	<pre>class Derived : public Base { public: int y; };</pre>
---	--

```
int64_t x = 0x7ffffffffffe870;
char* str = _____(x);

void foo (Base* b) {
    Derived* d = _____(b);
    // additional omitted code
}

Derived* d = new Derived;
Base* b = _____(d);

double x = 64.382;
int64_t y = _____(x);
```

Inheritance in C++

Inheritance

A **Derived** class inherits from a **base** class (*Similar to: A subclass inherits from a superclass*)

- A derived class Inherits all **non-private** member variables and functions (**except** for ctor, cctor, dtor, op=)
- Aside: We will be only using **public** inheritance in CSE 333

Inheritance in HW3

Base Class: HashTableReader (Protected)	Derived Classes
<ul style="list-style-type: none">• <code>list<IndexFileOffset_t></code> <code>LookupElementPositions(HTKey_t hash_val) const;</code>• <code>FILE* file_;</code>• <code>IndexFileOffset_t offset_;</code>• <code>BucketListHeader header_;</code>	<ul style="list-style-type: none">• IndexTableReader – Reads index table• DocIDTableReader – Reads DocID Table• DocTableReader – Reads DocTable• FileIndexReader – Reads File's Index

Abstract Class Examples

Fruit Abstract Class	Banana Derived Class
<pre>#include <string> using std::string; class Fruit { public: Fruit() = default; virtual ~Fruit() {} // A fun fact virtual string FunFact() = 0; };</pre>	<pre>#include <string> using std::string; class Banana : public Fruit { public: Banana() = default; virtual ~Banana() = default; string FunFact() override { return "It's a berry"; } };</pre>

Style Considerations

- Use `virtual` **only once** when first defined in the base class
- All derived classes of a base class should use `override` to check at compile time that a function uses dynamic dispatch
- Call dtors of a base class as `virtual` – Guarantees all derived classes will use dynamic dispatch for their destructors

Exercise 3

Exercise 3A – Create an Animal Abstract class. It should have a protected member legs variable and a public num_legs member function. Try to use good style!

Exercise 3B

Now that you have made an abstract Animal class, try to make an implementation with a derived class of Animal.

This is an open-ended question, so you are free to be imaginative with your implementation of the abstract Animal Class!